

**IN THE SPECIFICATION:**

**Please amend the specification as follows:**

**Please replace the paragraph beginning at page 3, line 17 with the following rewritten paragraph.**

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C! However, with the conventional 3-dimensional CG modeling languages on the Internet such as the VRML, it is impossible to set the motion in real time to a complicated shape such as a human being. Further, under the existing circumstances, it is impossible to transmit or receive motion data of a 3-dimensional CG character which moves as real as a human being, in real time, through a narrow band network such as a telephone line. In order to solve this problem, for example, Japanese ~~Published~~ Patent Application No. Hei.10-203007 discloses a multiple-dimensional stream data transmission and reception apparatus which can transmit and receive motion data of a 3-dimensional CG character in real time.

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